

CAMERA SCRIPT

Project Numbers:  
02344/7054 & 7055

Studio: TC3

"DOCTOR WHO"  
(4D)

**EP. 3:** 'Revenge of The Cybermen'  
by GERRY DAVIS

Producer.....PHILIP HINCHCLIFFE Director.....MICHAEL BRIANT  
Script Editor..ROBERT HOLMES P.A.....JOHN BRADBURN  
P.U.M.....GEORGE GALLACCIO A.F.M.....RUSS KAREL  
Director's  
Assistant...SUE MANSFIELD

Designer.....ROGER MURRAY-LEACH  
Costume Designer.....PRUE HANDLEY  
Make-Up.....CECILE HAY-ARTHUR

T.M.1.....DEREK SLEE  
T.M.2.....JOHN FARR  
Sound Supervisor.....NORMAN BENNETT  
Gram.Op.....PAUL GRAYDON  
Vision Mixer.....NICK LAKE  
Inlay Operator.....DAVE JERVIS  
Floor Assistant.....STEVE HAGGARD

Visual Effects.....JAMES WARD

CREW TEN

MONDAY, 16TH DECEMBER 1974

Camera Rehearsals.....11.30 - 13.30  
LUNCH.....13.30 - 14.30  
Camera Rehearsals.....14.30 - 19.30  
DINNER.....19.30 - 20.30  
Camera Rehearsals.....20.30 - 22.00

TUESDAY, 17TH DECEMBER 1974

Camera Rehearsals.....10.30 - 13.00  
LUNCH.....13.00 - 14.00  
Sound & Vision Line-Up.....14.00 - 14.30  
RECORDING: (VTC/6HT/96424).....14.30 - 17.30  
Camera Rehearsals.....17.30 - 18.00  
DINNER.....18.00 - 19.00  
Sound & Vision Line-Up.....19.00 - 19.30  
RECORDING: (VTC/6HT/96425).....19.30 - 22.00

VT EDITING:

t.b.c.

TRANSMISSION:

t.b.c.

TX '75



CAST

DOCTOR WHO.....TOM BAKER  
SARAH.....ELISABETH SLADEN  
HARRY.....IAN MARTER  
KELLMAN.....JEREMY WILKIN  
COMMANDER STEVENSON.....RONALD LEIGH-HUNT  
LESTER.....WILLIAM MARLOWE  
TYRUM.....KEVIN STONEY  
VORUS.....DAVID COLLINGS  
SHEPRAH.....BRIAN GRELLIS  
MAGRIK.....MICHAEL WISHER  
CYBERLEADER.....CHRISTOPHER ROBBIE  
CYBERMAN 1.....MELVILLE JONES

Walk-Ons:

CYBERMEN.....TONY LORD  
PAT GORMAN  
VOGANS.....CY TOWN  
LESLIE WEEKES  
DAVID BILLA  
HARRY FIELDER  
ROY CAESAR  
BARRY SUMMERFORD



TECHNICAL REQUIREMENTS

CAMERA 1 - PED. (+ CHAR)  
CAMERA 2 - PED.  
CAMERA 3 - PED.  
CAMERA 4 - PED.  
CAMERA 5 - PED. (+ CHAR & F/Axial)

4 BOOMS

Floor Monitors  
Slung Monitors

Caption Scanner - T/J Slides  
Caption Stands

TK CHANNELS:

<u>16th Dec.</u>	16 mm	TK-34	11.30 - 22.00 hrs.	(Film Roll B)
<u>17th Dec.</u>	16 mm	TK-34	10.45 - 13.00 hrs.	(Film Roll B)
	"	"	14.30 - 22.00 hrs.	( " " " )
	16 mm	TK-41	19.30 - 22.00 hrs.	(Film Roll C)
	35 mm	TK-44	10.30 - 11.30 hrs.	(Film Roll A)
	"	"	14.30 - 15.30 hrs.	( " " " )
	"	"	19.30 - 20.30 hrs.	( " " " )

SHIBADEN:

2 Linck Cameras  
Fronto Axial Box on Camera 5  
5 Monitors  
Radar Monitor  
Oscilloscope  
Colour Monitor  
ANCHOR  
SUPALOCK Trolley  
CHAR on CAMERAS 1 & 5



- a -

RUNNING ORDER 2ND STUDIO  
(16th/17th December 1974)

PAGE	SET	CHARACTERS	VIS. EX.	CAMS/SOUND	SHOTS	EP
1	VT CLOCK					3
	OPENING TITLES for 2 of the 4 episodes (Film Roll A) (Dur: 30" each)			S.o.F. T/J Slides		
2	16. Tyrum HQ (Confrontation between Vorus & Tyrum)	Tyrum Vorus (Radio Op's body) (2 Doves)		2A,A1,3A B1,1A/B	1-14	2
4	3. Tyrum HQ (Tyrum sees Sarah & Harry)	Tyrum Sheprah Sarah Harry (5 Doves)		2A,A1,3A, B1,1A,C1	15-30	3
6	4A. Tyrum HQ (Tyrum's suspicions about Vorus)	Tyrum Harry Sarah (4 Doves)		2A,A1,B1, 3A,1C/A, C1	31-40	3
8	21A. Cybership (Cyberleader indicates to another Cyberman who reaches for lever)	Cyberleader Anchor (2 Cybermen) Vignette on 3		5A,4B,D1, 3B on Anchor Monitor	41-44	1
9	12. Cyber Control Deck (Cybermen notice use of transmat beam)	Cyberleader Anchor Cyberman 1 Vignette on 3		5A,4B,D1, 3B on Anchor Monitor	45-47	2
10	25. Cybership (Hit by rocket)	Cyberleader Cyberman 1 (2 Cybermen)		5A,4B,D1, 3B on Monitor	48-50	4
	+ TK-A: Missile (Roll B: TK-1)			Mute TK fed to Monitor		
11	15. Cave Area C (Harry & Sarah chained up)	Harry Sarah		1D,2B, F/rod,3C, C2	51-56	2



PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
12	17. Cave Area C (Sarah escapes from chains)	Harry Sarah		1D,F/rod, 2B,C2,3C	57-64	2
/PAUSE/						
14	20. Cave Areas B & C (Harry has escaped from chains. Guards start search)	Harry Sarah (5 Hawks)	O/L 4 on 5 Blue  Car + 2 Trolleys	1D,2B, F/rod,3D, C2,4C, 5A on Model	65-67 Pause 68-69	2
15	19. Cave Area A,B,C & D (Vorus tells Magrik to kill Sarah & Harry)	Vorus Magrik	O/L 4 on 5	2C/D/DX, 3E,C2,B2, 1E,5A- Caption	70 Pause 71 Break 72 Pause 73-74 Pause 75-77	2
17	4. Rock Tunnel Areas A,B & C (Sheprah tells Vorus that Tyrum's men will not attack Guild Chambers)	Sheprah Vorus (2 Doves) Magrik (4 Hawks)	O/L 4 on 5 Blue  Truck on Pos.4	2DX,3E, 4C,C3,B2, 1E,5A - Caption/ Model (3 pushes 2's cable)	78-91 (No Shot No 92)	3
/PAUSE/						
19	7A. Rock Tunnel Areas C & D (Kellman is taken by Sheprah's men)	Kellman Sheprah (2 Doves)		2E,C3,B2, 3D	93	3
20	9A. Rock Tunnel Areas E & F (Doctor decides it is best for them to move on down shaft)	Lester Doctor Stevenson		4C,A2,1F	94-95	3
21	10A. Rock Tunnel Area B (Kellman is questioned by Tyrum)	Kellman (2 Doves) Tyrum Harry Sarah Sheprah	O/L 4 on 5  Truck on Pos. 3 No trailer	2C,4C,C2, B2,3D, 5A-Caption	96-105	3



PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
23	11. Cave Areas A,B & C (Tyrum's party stopped by Vogan 'Hawks' Sarah slips away during fighting)	Tyrum Kellman Sarah Harry (2 Doves) (3 Hawks)		2C,C3,4C, B2,3C (4 pushes 3's cable)	106-113	3
/PAUSE/						
24	13. Cave Areas A,B & C (Vorus calls off his men)	Vorus Tyrum Kellman Harry (2 Doves) (4 Hawks)	O/L 4 on 5	2C,C3,4C, B2,3C, 5A-Caption	114 Pause 115-124	3
26	15A, Rock Tunnel Area D (Tyrum shows Harry the old shaft)	Tyrum Harry Kellman (2 Doves)		1G,F/rod, A2	125	3
/PAUSE/						
27	16A. Narrow Rock Tunnel Area E (Kellman & Harry struggling along)	Harry Kellman		1G,A2	126	3
/PAUSE/						
28	17. Rock Tunnel Blocked Areas E & F (Tunnel blocked but then rocks give way)	Kellman Harry	Rock Fall	4C,1G,A2	127-128 Pause 129 Pause 130	3
29	2. Rock Tunnel Area G (Harry explains situation to Doctor etc.)	Doctor Harry Stevenson Lester		2C,B2,3D	131-137	4
31	3. Caves Area F (They collect gold from floor)	Doctor Lester Harry		4C,1G,A2	138-140	4
32	12. Guildroom (Guards remove body of Radio Operator)	Vorus Magrik (1 dead Dove) (4 armed Hawks)		2F,3F,D2, A1,1H,B1	141-154	1



PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
34	8. Guildroom (Vorus informs Magrik that Cybermen are moving)	Vorus Magrik (2 Hawks)	O/L 4 on 5 Clue  Lamps for CSO up on Q	2F,3F,D2, 4A,A1,1H, B1 5B-Model	155-162	2
36	13. Guildroom (Vorus interro- gates Harry & Sarah)	Harry Sarah Vorus (5 Hawks) (Tyrum)	O/L 4 on 5 Lighting CSO Q	2F,3F,D2, 4A,A1,1H, B1 5B on Tyrum	163-176 Pause?? 177-180	2
39	12. Guildroom (Vorus hears the fighting)	Vorus	CSO lights on from top  O/L 4 on 5	D2,4A,A1, 1H, 5B-Model	181-182	3
40	15. Guild Chamber (They are looking at the rocket through the 'window')	Vorus Tyrum Harry Kellman	O/L 4 on 5	2F,3F,D2, 4A,A1,1H, B1, 5B-Model	183-197	3
<u>PAUSE</u>						
42	4. Guild Chamber (Second confrontation between Tyrum & Vorus. Sheprah asks for more men)	Tyrum Vorus Sheprah		2F,3F,D2, A1,4H,B1 1H	198-208	4
<p>END OF AFTERNOON RECORDING</p> <p>(During Break strike Tyrum's backing &amp; set Revolving Drum)</p>						
44	VT CLOCK					4
<p>OPENING TITLES for other 2 of the 4 episodes (Film Roll A) (Dur: 30" each)</p>				S.o.F. T/J Slides		
45	7. Guildroom (Doctor leaves to save Sarah)	Tyrum Vorus Harry Doctor Magrik (2 Doves) (2 Hawks with guns)	O/L 4 on 5  CSO Lights on then off	2F,3F,D2, A1,4H,B1, 1H 5B on Model	209-219	4



PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
47	10. Guildroom (7 minutes time left for Doctor to rescue Sarah)	Vorus Magrik Tyrum Harry Stevenson (3 Doves) (2 Hawks)	O/L 4 on 5  CSO Lights on all scene	2F,3F,D2, 4A,B1,1H 5B on model	220-224	4
/ PAUSE /						
49	14. Guildroom (They notice that Beacon is moving. Tyrum kills Vorus but Vorus manages to fire rocket)	Magrik Tyrum Vorus Harry Stevenson (3 Doves) (2 Hawks)		2F,3F,D2, 4A,B1,1H 5B	225-230 Pause 231-233	4
+ TK-31: Beacon moving in space (Roll B:TK-2)				Mute TK fed to Colour Monitor 5 looks at Monitor		
51	16. Guildroom (They are watching screen)	Vorus Magrik Tyrum Stevenson Harry (3 Doves) (2 Hawks)		2F,3F,D2 4A,5B	234-236	4
+ TK-33: Rocket approaching (Roll B: TK-3)				Mute TK fed to Colour Monitor 5 looks at Monitor		
R E C O R D I N G      B R E A K						
52	14. Control Rooms 1 & 2 (Sarah materialises)	Cyberman 1 Cyberleader Sarah	F/Axial on 5 Spots	1K,A3,5C, C4,2F- Radar	237-238 Pause 239-241	3
				Radar		
53	16. Control Room 2 (11 minutes to detonation of bombs)	Cyberman 1 Cyberleader Sarah	O/L 3 on 2 Yellow CSO Radar	3H,C4,2F- Radar	242	3



PAGE	SET	CHARACTERS	VIS. FX.	CAMS/SOUND	SHOTS	EP.
54	1. Control Room 2 (8 minutes to detonation of bombs)	Cyberleader Cyberman 1 Sarah	Yellow CSO O/L 3 on 2  Radar	1K,A3,3G + 2F on Radar  (1 under 4's cable)	243-245	4
55	5. Control Room 2 (Sarah shows herself. Cyberleader tries to denonate bombs manually but fails)	(Cyberman) Cyberleader Cyberman 1 Sarah	O/L 3 on 2 then lose O/L  O/L 3 on Supalock Trolley	1K,A3,3G, 5C,C4, 2F-Radar	246-250 Pause 251-254	4
/PAUSE/						
57	6. Control Room 2 (Sarah tells Cyberleader of rocket)	Sarah Cyberleader Cyberman 1	<del>Radar</del> O/L 3 on Supalock Trolley	1K,A3,3G	255-265	4
59	8. Control Room 2 + 1 (Doctor materialises)	Sarah Cyberman 1 Cyberleader Doctor (Cybermat)	F/Axial on 5 Spots on Matterbeam Cybermat Anchor	1K,A3,3G, C4,5C	266-270 Pause 271-276	4
62	12. Control Room 1 + 2 (Cyberleader notices that Sarah has been freed)	Cyberleader Cyberman 1 (Cybermen)		1K,A3,C4, 3H,B4,5D	277-281	4
/PAUSE/						
63	15. Control room 1 (Doctor uses Cybermat to kill 1 of the Cybermen but then he and Sarah are overpowered)	Cyberleader Cyberman 1 (Cyberman) (Cybermat) Doctor Sarah	O/L 1 on TK or 2 look at Colour Monitor to CSO Cybermat	1L,C4,3H, B4,5D +2?	282-288	4
+ TK-B: LS Voga getting Closer (Roll B: TK-4)				Mute		
+ TK-C: LS Voga approaching (Roll B: TK-5)				Mute		
65	17. Control Room 1 (Sarah & Doctor are tied)	Sarah Doctor Cyberman 1 Cyberleader	O/L 1 on 2 + O/L 1 on TK	1L,C4,B4, 5D,2F- Caption	289-291 Pause 292-293	4
+ TK-34: Vogan Rocket towards us (Roll B: TK-6)				Mute		



PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
66	TK-35: Cybership undocks from Beacon (Roll B: TK-7)			Mute		4
67	18. Guildroom (They see the Cybership leaving the Beacon)	Tyrum Stevenson Harry		2F,D2	294	4
67	19. Control Room 1 (Sarah & Doctor free themselves and make radio contact with Vega)	Doctor Sarah (Stevenson's Voice)	O/L 1 on TK	1L,C4,3H, B4,5D +2?	295-299	4
	+ TK-D: Rocket leaves Vega (Roll B: TK-8)			Mute		
68	20. Guildroom (Radio contact with Stevenson & Doctor)	Stevenson (Doctor's Voice) Harry Tyrum		2F,D2	300	4
68	21. Control Room 1 (Doctor starts to give instructions to Stevenson)	Doctor Sarah (Stevenson's Voice)	O/L 1 on 2	1L,C4,3H, B4,5D	301-302	4
	TK-37: Rocket (Roll B: TK-9)			- NB: THIS SEQUENCE IS NOW NOT BEING USED		
69	22. Guildroom (Stevenson changes course of rocket)	Stevenson (Doctor's Voice) Harry Tyrum		2F,D2,4A	303	4
69	TK-38A: Rocket changing course (Roll B: TK-10)			Mute		4
	TK-38B: Rocket into camera filling frame and over top			(Roll B: TK-11)		
	NB: THIS SEQUENCE IS NOW NOT BEING USED					
69	23. Control Room 1 (Doctor tries to move Beacon controls)	Doctor Sarah	O/L 1 on 2 + O/L 1 on TK	1L,C4,B4, 5D + 2F	304-308	4
	+ TK-39: Vega getting closer (Roll B: TK-12)			Mute		



PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
71	24. Guildroom (Stevenson is directing rocket at Cybership)	Tyrum Harry Stevenson	O/L 4 on TK	2F,D2,4A  or Cam.3 instead of Cam.4	309-310	4
+ TK-40: Rocket & Cybership (Roll B: TK-13)				Mute		
72	TK-41: Explosion in space (Roll B: TK-14)			Mute		4
72	26. Guildroom (They notice that the Beacon is still heading for Vega)	Tyrum Harry Stevenson	O/L 4 on TK	2F,D2,4A	311-312	4
+ TK-42: Head of Beacon towards us (Roll B: TK-15)				Mute		
73	27. Control Room 1 (Doctor is trying to fix controls)	Doctor Sarah (Harry's Voice)	O/L 1 on TK	1L,C4,3A B4,5D	313-317	4
+ TK-43: Vega getting closer (Roll B: TK-16)				Mute		
74	28. Guildroom (Harry in radio contact with Sarah)	Harry (Sarah's Voice) Tyrum Stevenson		2H,D4	318	4
74	29. Control Room 1 (Doctor has fixed controls)	Sarah Doctor		5C,3H,B4	319-320	4
R E C O R D I N G      B R E A K						
75	30. Guildroom (They are watching the screen)	Stevenson Tyrum Harry	O/L 4 on TK	2F,D2,4A	321-322	4
+ TK-45: Beacon changing course (Roll B: TK-17)				Mute		
/ PAUSE /						
76	29A. Control Room 1 (Continuation of Sc.29)		O/L 1 on 2	1L,C4,5C, B4,2G - Drum	323-324	4



PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
77	31. Control Room 1 (Doctor straightens Beacon just in time. Tardis arrives. Harry materialises. They all enter Tardis and Tardis disappears)	Sarah Doctor (Harry's Voice) Harry	O/L 1 on 2  F/Axial on 5 Spots on Matterbeam	1L,C4,3H, B4,5D 2G on Drum	325-329 Pause 330-334 Pause 335-341 Pause 342	4

/PAUSE/

80	<u>EXTRA SHOTS</u>					
	Floor dissolving		Model Floor	2	343 Pause	
	Cybermat		Cybermat	1	344	

END OF RECORDING

PAGE 81 & 82

CLOSING TITLES FOR EPISODES 3 & 4  
ALREADY RECORDED

NB: OTHER TK SEQUENCES (FILM ROLL C) TO BE RECORDED  
ONTO VT DIRECT DURING RECORDING BREAKS IN THIS  
STUDIO



"DOCTOR WHO"  
(4D)

'Revenge of The Cybermen'

Episode Three

/VT CLOCK (PART THREE Project No: 02344/7053)/

TK-16 (Roll A) Dur: 30"

/S.o.F./

OPENING TITLES (Ep.3)

S/I T/J Slides:-

A1 Revenge of The Cybermen

B1 by GERRY DAVIS

A2 Part Three



342. 3 K (5F,D5,2H,3K) /  
VLS UP  
TRANSOM x. 1. INT. THE TRANSOM  
DOCTOR'S "DEAD"  
BODY  
KELLMAN DOWN (REPRISE)  
to LS
- (KELLMAN RUNS  
DOWN TRANSOM.  
HE LOOKS AT  
THE BODIES)
343. 5 F KELLMAN: You haven't killed them? /  
M.3/S.  
CYBERMEN CYBERLEADER: Of course not. They  
are necessary to our plan. /
344. 2 H MS KELLMAN (KELLMAN GRUNTS.  
HOLD HIM DOWN HE BENDS AND  
to DOCTOR & BEGINS TO  
MC 2/S. SEARCH THE DOCTOR'S  
POCKETS)
- What are you doing, Kellman?
345. 5 F KELLMAN: This is the stranger I  
reported. Calls himself the Doctor. /  
MCU CYBERLEADER CYBERLEADER: Because of him our  
plan was advanced? /
346. 3 K M.2/S. KELLMAN  
& DOCTOR KELLMAN: Had to be. He was  
interfering. I'd just like to  
know who and what he is ... /
347. 2 H CS DOCTOR'S  
POCKET, FLOOR (A BAG OF JELLY-  
& THINGS BABIES, A HALF-  
EATEN APPLE, A  
STRING OF CONKERS,  
A YO-YO) /
348. 3 K M.2/S. a/b. /
349. 5 F MCU CYBERMAN /
350. 3 K MCU KELLMAN /

To 5



TELECINE .17: (Dur: 1'18")

Int. Caves. Day.

HARRY and SARAH still being pursued by the GUARDS through a small cave. They are using the rocks and bends to stay out of the sightline of their hunters. But they are very tired, constantly stumbling and tripping, over unseen obstacles, in the darkness of the tunnels. The GUARDS, on the other hand, move with uncanny ease.

SARAH: Harry - over there ...

The cave is widening. They change direction and run out across a more open, less rubble-strewn cave floor.

Behind them a GUARD again issues the strange, low whistle. The GUARDS fan out into a line as they follow the fugitives.

Suddenly HARRY and SARAH stop. A few yards ahead of them the cave floor descends into a lake. There is no way across or round. Or back now.



//

HARRY: Oh, Lord ...

The GUARDS, now certain of success, have slowed to a walk. They are advancing in a tightening circle, carbines pointing. HARRY and SARAH look at each other.

HARRY: This looks like it, old girl.

SARAH: One thing about you, Harry - you never miss the obvious.

HARRY: Why don't they get it over with?

SARAH: They're waiting till they can see the whites of our goosepimples.

Suddenly a cross-pattern of beams illumines both hunters and hunted. The GUARDS start to turn.

SHEPRAH: You are surrounded. Throw down your weapons!

The GUARDS hesitate. Then obey the stentorian command from the darkness. SHEPRAH, Captain of the City Militia, and two of his MEN move into the light and advance across the cave floor.

END OF TELECINE 17:



DF

(355 on 2)

- 5 -

90

356. 3 G (2C,C3,3G,D3,4E) /

M.3/S.

LESTER, 2. INT. CREW DECK.

DOCTOR,

COMMANDER.

CYBERLEADER's

FEET through  
frame

PAN L. & UP with

FEET to 2/S.

with KELLMAN

(THE DOCTOR, THE  
COMMANDER, AND  
LESTER ARE SITTING  
UP, STILL GROGGY  
BUT TAKING NOTICE.

KELLMAN AND THE  
CYBERLEADER  
ARE STUDYING A  
MAP OF THE  
VOGAN CAVE  
SYSTEM. A  
CYBERMAN STANDS  
GUARD AT THE DOOR)

CYBERLEADER: Once our landing is  
detected the Vogans will attack in  
force.

KELLMAN: They have only light  
armaments. Nothing that can  
effect your Cybermen.

CYBERLEADER: This is the heart  
shaft? /

357. 2 C  
CS MAP

KELLMAN: Yes, that's the shaft I  
explored for you. It runs to the  
very core of Voga. /

358. 4 E  
M.2/S. KELLMAN  
CYBERLEADER

CYBERLEADER: And how far is the  
shaft entrance from the transmat  
receptor area?

(3 next)

- 5 -



KELLMAN: A matter of yards. I set the receptors as close as possible.

359. 3 G CYBERLEADER: Excellent./ You  
M.3/S. LESTER, have done well, Kellman....  
DOCTOR, COMMANDER The humans will carry the bombs  
into the shaft.

360. 4 E DOCTOR: What's your cut, Kellman -  
Low MCU CYBERLEADER Voga's gold? /

361. 3 G CYBERLEADER: There will be no  
M.3/S. a/b. gold. Voga is to be destroyed.  
This time we shall not fail.  
You three will help in this  
task / that is why your lives  
have been spared.

COMMANDER: I was wondering why  
you hadn't killed us.

362. 4 E LESTER: We still don't have to  
MS CYBERLEADER help them. They can't force us. /

363. 3 G CYBERLEADER: You are mistaken. /  
a/b.

364. 4 E LESTER: You'll find out who's  
M.2/S. KELLMAN, made the mistake, chum. /  
CYBERLEADER

365. 3 G CYBERLEADER: The heart of Voga  
MS DOCTOR is almost pure gold, but gold is  
hostile to our functioning.  
Therefore, we asked Kellman to  
preserve three animal organisms  
for this purpose. /

366. 2 C DOCTOR: Isn't it wonderful to  
M.2/S. KELLMAN, feel wanted.  
CYBERLEADER

(No Page 7)



92

CYBERLEADER: Kellman, on our approach run we detected an operational discharge of the transmat beam. Explain. /

367. 3 G  
MCU KELLMAN

KELLMAN: That was his doing - he beamed his two friends down to Voga. I tried to put the transmat out of action but he managed to fix it somehow. /

368. 4 E (Crabbed L.)  
MS DOCTOR

369. 2 C  
MCU CYBERLEADER

CYBERLEADER: How much did those humans know?

(5 next)



15. 1 A  
x. back of DOVE 3. Int. TYRUM H.Q. DAY.  
& ROCK  
SHEPRA & TYRUM into  
MLS.  
PAN THEM L.  
x. f.g. DOVES  
& into ROOM
- TYRUM: A plague?
- SHEPRAH: They seemed confused. At first they spoke of this scourge as a plague. Then one said that the humans were killed by poison.
16. 3 A  
M.2/S. SHEPRAH,  
TYRUM  
LET TYRUM go.
- TYRUM: I will see them myself, Sheprah. Are the Guardians resisting our militia?
- SHEPRAH: Not in the galleries. They are holding a defensive position outside the Guild Chambers.
17. 2 A  
LS SHEPRAH, TYRUM  
HOLD TYRUM to  
L.f.g.
- TYRUM: I expected Vorus would make the Guild Chambers his strongpoint. Let him hold that for the present.
- SHEPRAH: One determined assault is all that is needed to occupy them.
18. 3 A  
MS TYRUM  
HE sits
- TYRUM: Let me see the two human captives. If Vorus has committed treason/I might give him the chance to die in battle!
- (SHEPRAH GOES TO THE DOOR AND SIGNALS TO A MILITIA GUARD)
19. 2 A  
MS SHEPRAH
- SHEPRAH: Y u think he is a traitor, Councillor?
20. 3 A  
MS TYRUM,  
SHEPRAH's trunk  
R. frame
- TYRUM: I think he has been holding secret negotiations with these aliens / no doubt promising them gold in return for weapons.
- SHEPRAH: S o that he can take over? I understand.



5

- TRACK into  
MCU TYRUM
- TYRUM: Vorus has never concealed his ambitions. But I never thought that even he would be reckless enough to reveal Voga to its enemies. /
21. 2 A  
MCU SHEPRAH
- SHEPRAH: You think the humans are enemies? /
22. 3 A  
MCU TYRUM  
LET HIM go.
- TYRUM: After the cataclysm of our ancient past, Sheprah, we have survived down here only by regarding all outsiders as hostile. Now I will find out how far this involvement has gone. / OPEN DOORS /
23. 2 A  
M.C.2/S. TYRUM,  
SHEPRAH
24. 1 A  
2/S. SARAH, HARRY  
DOORS open to reveal TYRUM, SHEPRAH  
SHEPRAH to MCU
- (THE GUARD BRINGS IN HARRY AND SARAH.  
TYRUM TURNS TO THEM)
25. 3 A  
MS TYRUM
- I am Tyrum, Chief Councillor of Voga. / CLOSE DOORS /
26. 2 A  
M.4/S. TYRUM,  
HARRY, SARAH, VOGAN  
(All profile)
- HARRY: How d'you do? My name's Sullivan - Harry Sullivan - and
27. 3 A  
MS TYRUM
- SARAH: Sarah Jane Smith. /
- TYRUM: What is your mission here?
28. 2 A  
M.C.2/S. SARAH,  
HARRY
- SARAH: Mission? We don't have any mission. We just...well, we sort of got here my accident, didn't we, Harry?
29. 3 A  
MCU TYRUM
- HARRY: That's right. / Nothing to do with us really.
- TYRUM: Explain.
30. 2 A  
MCU SARAH
- SARAH: We'd better start at the beginning.

(1 next)

(No Pages 11 and 12)



- (3 pushes 2's cable)  
(2DX, 3E, 4C, C3, B2, 1E, 5A-Caption/  
Model)
78. 3 E /Q/  
MS u.s. DOVE  
+ GUN
4. INT. ROCK TUNNELS AREAS A, B, C. DAY.
- TRUCK AT POS. 4.
79. 1 E /Q/  
M.2/S.  
2 d.s. HAWKS  
+ GUNS
80. 2 DX /Q/  
LS DOVES x.  
f.g. HAWKS
81. 1 E (panned R) /Q/  
LS SHEPRAH in R.  
HOLD HIM to  
M.3/S. with DOVES  
LET HIM go L.
82. 2 DX  
MLS SHEPRAH  
LET HIM go.
83. 0/L 4 C /O/L 4/  
4 /on 5/  
LS CSO AREA  
ROCKS L.& R.  
SHEPRAH in R.
- SHEPRAH: Vorus, ...I have a  
message.
- VORUS: (V.O.) Stay where you  
are!
- (SHEPRAH HALTS. AFTER  
A MOMENT VORUS EMERGES  
CAUTIOUSLY FROM THE  
ROCKS)
- VORUS: Well, Sheprah?
- SHEPRAH: Tyrum has given fresh  
orders. My soldiers will hold  
their present positions and we  
will not attack your Guild Chambers.
84. 1 E (Panned L)  
MS VORUS
- VORUS: He has shown sense. Your  
city scum would be badly beaten.
85. 3 E  
MS SHEPRAH  
LET HIM go.
- SHEPRAH: Unless we are provoked,  
Vorus. Then we shall sweep you  
aside.
86. 1 E  
MS VORUS  
PAN HIM L.  
LET HIM go  
HOLD 2 HAWKS



(SHEPRAH TURNS &  
MOVES AWAY. VORUS  
GLOWERS THEN RETURNS  
TO HIS OWN POSITION.  
HE NOTICES MAGRIK,  
CRADLING A GUN IN  
THE SHELTER OF A  
ROCK)

/Q MAGRIK/

87. 2 DX /  
LS DOORS  
MAGRIK in R. x's Centre  
VORUS in L. frame MAGRIK: Another hour.  
x's to R. frame /  
to deep 2/S.  
MAGRIK, VORUS
88. 3 E (Panned L) /  
MCU VORUS
89. 2 DX /  
MCU MAGRIK
90. 3 E /  
MCU VORUS
91. 2 DX /  
Deep 2/S.  
LET MAGRIK go.
- VORUS: We may not have an hour,  
Magrik. The Cybermen are already  
on the beacon
- MAGRIK: I thought the plan was  
to wait until Kellman was safely  
off the beacon?
- VORUS: The Cybermen may suspect  
his story ... in which case he  
will die with them.
- MAGRIK: Very well. I will  
notify you immediately we are  
ready to start the count-down.

(HE LEAVES)

/PAUSE/

/1 - F, 2 - E, 3 - D, 4 - C/

/RESET TRUCK to POS.3/

/NO SHOT NO 92/

(2 next)



6

31. 1 C (2A, A1, B1, 3A, 1C/A, C1) /  
M.2/S.  
HARRY, SARAH  
TYRUM RISES  
into Centre  
4A. INT. TYRUM H.Q. DAY. /DOORS/  
/OPEN/  
(AS BEFORE.  
TYRUM RISES)

TYRUM: I believe your story.

SARAH: Well, it's the truth.

TYRUM: But if you are simply innocent  
travellers why did Vorus send his guards  
to kill you? /

32. 2 A  
M.C.2/S.  
SARAH, HARRY

SARAH: That's what we'd like to know. /

33. 3 A  
MCU TYRUM

TYRUM: Clearly you know something, or he  
thinks you do, that would incriminate him. /

34. 2 A  
a/b.

HARRY: Incriminate him in what? /

35. 1 C  
M.3/S.  
PAN TYRUM R. to  
M.2/S. with SARAH

TYRUM: Some plot against the State -  
against me.

SARAH: But we only met Vorus for ten  
minutes.

HOLD TYRUM to f.g.  
SARAH & HARRY b.g.

TYRUM: It is something to do with the  
beacon. My suspicions about Borus are  
hardening into certainty. He has always  
had great ambitions... This city you are  
in was once the survival chamber for our  
people. We have lived here ever since,  
unseen, safe from further attack.

(3 next)



36. 3 A TYRUM: You know of the Cybermen? /  
M.2/S.  
SARAH, HARRY
- SARAH: But they're supposed to  
have been wiped out ages ago.
37. 2 A HARRY: The Doctor said the thing  
that attacked Sarah was a  
Cybermat. /  
M.C.2/S.  
SARAH, HARRY a/b.
- TYRUM: I wonder.....? Has  
Vorus, in the madness of his  
vanity, brought the vengeance of  
the Cybermen upon us again?  
(DECISIVE) You will come with  
me! /
38. 1 A HARRY: Where to?  
Deep 3/S.  
HOLD TYRUM f.g.
- SARAH: Where are we going?
39. 3 A TYRUM: To the Gold Mines./ It  
MCU TYRUM  
LET HIM go.  
is time that Vorus accounted for  
himself.
40. 1 A /  
a/b.  
LET THEM go.

/CLOSE/  
/DOORS/

/5 DOVES to become 5 HAWKS/

(3 next)



DF

- 15 -

(388 on 4)

389. 2 A Lighting  
Flash  
Transmat Spots  
+ F/Axial BOMB TABLE SET  
on 2 (1E,A2,5A,B2,2A,C6,3L,D6,4J)  
3/S.  
MATTERBEAM 5. INT. CONTROL ROOM 1. & 2  
AREA  
(Exc. Artists) (THE CYBERLEADER  
IS TESTING THE  
TRANSMAT)

390. 5 A Q CYBERLEADER  
M.2/S. CYBERLEADER, CYBERLEADER: There is no  
KELLMAN malfunction.at this end.

KELLMAN: Then it must lie at the  
Vogan end. A faulty reciprocator  
diode.

391. 4 J ... the two  
Cybermen you are sending to  
Voga might be unable to return.  
MCU CYBERLEADER

(HE SHIFTS UNEASILY  
UNDER THE CYBERLEADER'S  
PROBING METALLIC  
STARE)

392. 5 A CYBERLEADER: Your concern for  
Cybermen is interesting, Kellman.  
M.2/S. CYBERLEADER, Explain.  
KELLMAN

(2 next)



DOCTOR &  
COMPANY enter  
b.g.

KELLMAN: I ... I've done  
everything I can to help. I  
set up the transmat, I directed  
the cybermats. You might never  
have found Voga without me.

393. 2 A

x. f.g. TABLE  
LS DOCTOR &  
CYBERMEN  
PAN CYBERMEN L.  
BOMBS to f.g.  
CYBERLEADER &  
KELLMAN b.g.

(THE DOCTOR AND  
COMPANY ARE  
BROUGHT IN BY  
THEIR CYBERGUARD No.1)

CYBERLEADER: That is true.  
But you have been promised  
great rewards for your assistance.

KELLMAN: That's why I must go  
to Voga - to see that nothing  
goes wrong with the transmat.

CYBERLEADER: Very well. But  
return as soon as possible.

HOLD KELLMAN  
to MATTERBEAM

(HE WAVES KELLMAN  
INTO THE MATTERBEAM)

Once the detonation cycle commences  
it cannot be stopped.

394. 3 L

CS CONTROLS

(HE MOVES THE  
TRANSMAT CONTROL.  
KELLMAN DEMATERIALISES)

395. 4 J (Locked-off)

LS KELLMAN

Lighting/  
Bring up C Spot/  
+ F/Axial on 4/

R E C O R D I N G    B R E A K

/ROLL BACK & MIX/ - /OR EDIT/

396. 4 J (Locked-off)

a/b. but  
without KELLMAN

Lighting/  
Fade spot/  
+ F/Axial on 4/

397. 5 A

MS DOCTOR



398. 3 L  
Deep M.2/S.  
CYBERLEADER  
& DOCTOR

DOCTOR WHO: What great rewards have you promised Kellman? /

CYBERLEADER: The matter is of no interest to you.

DOCTOR WHO: Everything is of interest to me.

And Cybermen possess nothing that a human might want.

399. 5 A  
MS DOCTOR

CYBERLEADER: You are incorrect. /

DOCTOR WHO: Then what is it? You have no home planet, no influence, nothing. You're just a pathetic collection of tin soldiers skulking about the galaxy in an ancient spaceship. /

400. 3 L  
MCU CYBERLEADER

CYBERLEADER: You speak unwisely. We are destined to be rulers of all the cosmos. /

401. 5 A  
MCW DOCTOR

DOCTOR WHO: I don't think so somehow. You tried that once and were very nearly wiped out. /

402. 3 L  
MCU CYBERLEADER



403. 5 A  
MS DOCTOR

CYBERLEADER: Because of Voga and its gold. If the humans had not had the resources of Voga / the Cyberwar would have ended in glorious triumph.

404. 2 A  
M.2/S. COMMANDER & LESTER

DOCTOR WHO: It was a glorious triumph - for human ingenuity. They found your weakness, they invented the glitter cannon/and that was the end of the Cybermen - except as gold-plated souvenirs/ that people used for hatstands.

405. 3 L  
MS CYBERLEADER

5 CLEAR

(THE CYBERLEADER MOVES THREATENINGLY FORWARD AS THOUGH TO STRIKE)

406. 2 A  
a/b.

407. 3 L  
a/b.

LESTER: Watch it, Doctor! You've riled him ... /

408. 2 A  
MS DOCTOR

CYBERLEADER: That is why Voga must be destroyed before we begin our second campaign. /

409. 3 L

DOCTOR WHO: Oh, there's to be a second campaign, is there? /

Deep 2/S.  
CYBERLEADER &  
DOCTOR  
CRAB L. with  
CYBERLEADER's  
move to  
M.2/S.  
COMMANDER &  
LESTER C.b.g.

CYBERLEADER: We have the parts in our ship to build a new cyberarmy - and this time it will be invincible. Cybermen function more efficiently than animal organisms. Therefore we must rule the galaxy.

PAN DOCTOR L.

DOCTOR WHO: Loose thinking.  
The great trouble with Cybermen is that they have hydraulic muscles - and hydraulic brains to go with them.

410. 2 A  
Low LS CYBERLEADER  
x. BOMBS  
LET BOMB go.

(4 next)



411. 4 J  
MLS DOCTOR
- (THIS TIME THE CYBERLEADER DOES STRIKE. THE DOCTOR IS SENT ROLLING ACROSS THE ROOM. HE ROLLS TO THE RUCKSACKS AND THEN BOUNDS TO HIS FEET, HOLDING ONE OF THEM THREATENINGLY)
412. 2 A  
MLS CYBERLEADER  
a/b.
- DOCTOR: Thank you. /
413. 3 L  
MS DOCTOR +  
BOMB
- CYBERLEADER: Put that down. /
- DOCTOR: Now if I'm right about what's in here and I should accidentally drop it -
414. 2 A  
MS CYBERLEADER
- (HE LETS THE RUCKSACK DROP BY THE LENGTH OF ITS STRAPS. INSTINCTIVELY, THE CYBERLEADER TAKES A STEP BACK & PUTS HAND ON CHEST)
415. 3 L  
MS DOCTOR

Now Cyberleader I want some information out of you.

RECORDING PAUSE

(3 next)



(250 on 3)

351. 2 H (5F,D5,2H) /  
CS FLASHING  
LIGHT 6. INT. TRANSOM.  
PAN UP to  
CU CYBERMAN  
LET HIM go. (THE CYBERMAN NO.1 IS  
STANDING ON GUARD.  
SUDDENLY A LIGHT  
IN ITS CHESTPACK  
OR HEAD STARTS  
TO FLICKER. THE  
CYBERMAN ANSWERS /  
352. 5 F  
MLS CYBERMAN  
PAN HIM L. THE CALL. IT  
TURNS AND STRIDES  
AWAY)

(3 next)



101

(415 on 3)

416. 3 L (1E,A2,5A,B2,2A,C6,3L,D6,4J) ROOM 2  
~~DOOR OPEN~~  
 CS BOMB  
 WHIF PAN to 7. INT. CONTROL ROOM 1 + 2  
 MCU DOCTOR

THE DOCTOR  
 STILL HOLDS  
 THE RUCKSACK)

417. 2 A DOCTOR: what is  
 Kellman expecting to get out of this?/  
 M.3/S.  
 LESTER, CYBERLEADER  
 COMMANDER  
 418. 5 A CYBERLEADER: Kellman wants power. He  
 will be the ruler of this solar system/  
 when we have conquered it.  
 LS CYBERMAN No.1  
 PAN HIM R.

DOCTOR WHO: Your puppet dictator in  
 other words? Strange. I wouldn't have  
 said his ambitions lay in that  
 direction -

419. 3 L COMMANDER: Look out, Doctor!/  
 MCU DOCTOR  
 & CYBERMAN

(BUT THE WARNING  
 IS TOO LATE.

5 CLEAR

420. 2 A A CYBERMAN HAS  
 STEPPED THROUGH  
 FROM CONTROL  
 ROOM 2 AND TAKEN  
 THE DOCTOR FROM  
 BEHIND IN ITS  
 HUGE STEEL  
 CYBERHUG.  
 421. 4 J  
 2/S. CYBERMEN  
 PAN THEM L. to  
 COMMANDER & LESTER

(3 next)



(421 on 4)

102

ONE METAL PAW  
HOLDS THE  
STRAPS OF THE  
RUCKSACK.

THE DOCTOR STRUGGLES  
BUT IS REMORSELESSLY  
CRUSHED AROUND  
THE CHEST.

422. 3 L  
MLS DOCTOR &  
CYBERMAN  
PAN HIM R. to  
BOAT TRUCK

THE OTHER CYBERMEN  
MOVE IN.

THE COMMANDER IS  
SLNT SPINNING.

LESTER, TOO,  
IS OVERPOWERED)

423. 4 J  
MCU CYBERLEADER

CYBERLEADER: Do not kill them.

424. 2 A  
CS DOCTOR  
LET HIM go.

(THE CYBERMAN  
HOLDING THE  
DOCTOR TAKES  
NOTE AND  
RELEASES HIM.

HE SLUMPS TO  
THE FLOOR  
UNCONSCIOUS)

FIT  
RUCKSACKS

STRIKE  
TABLE

(5 next)



93.    2    E    (2E,C3,B2,3D) /  
VLS KELLMAN  
PAN HIM R. &  
CRAB R PAST  
DOVES & ROCK  
to 2nd ROCK  
& SHEPRAH  
  
HOLD SHEPRAH  
to M.Deep 2/S.  
SHEPRAH,KELLMAN

7A.    INT.    ROCK TUNNELS AREAS C & D.  
  
(KELLMAN HURRYING ALONG.  
SUDDENLY LIGHTS PIN  
HIM DOWN. SHEPRAH  
AND SOLDIERS SURROUND  
HIM. KELLMAN OFFERS  
NO RESISTENCE)

SHEPRAH: Another human.

KELLMAN: Take me to Vorus.

SHEPRAH: Vorus?

KELLMAN: Quickly, man. It is  
vital that I see Vorus immediately!

SHEPRAH: Vorus is no longer in  
charge here.

KELLMAN: What?

SHEPRAH: Take him away.

LET THEM go L.  
HOLD SHEPRAH  
to MCU

(THE SOLDIERS HUSTLE  
KELLMAN OFF. BUT NOW  
HE DOES START STRUGGLING)

KELLMAN: No! No, you don't  
understand! I must see Vorus...  
I've got something to tell him ...  
You're in danger, all of you ...

(HIS VOICE FADES AS  
HE IS DRAGGED AWAY)

(1 next)



103

(424 on 2)

425. 5 A (1E,A2,5A,B2,2A,C6,3L,D6,4J) /

3/S. BACKS of 9. INT. CONTROL ROOM 2.  
COMMANDER,  
DOCTOR, LESTER

CYBERLEADER  
x's f.g.

(THE DOCTOR,  
THE COMMANDER  
AND LESTER  
ARE BEING  
FITTED INTO  
THEIR  
RUCKSACKS.

THE BUCKLES ARE  
SNAPPED INTO  
POSITION OVER  
THEIR CHESTS)

CYBERLEADER: Cobalt bombs. The most  
compact and powerful explosive devices  
ever invented. /

426. 2 A  
M.3/S. PROFILE  
LESTER, DOCTOR,  
COMMANDER

DOCTOR WHO: And their use was banned  
at the Armageddon Convention.

CYBERLEADER: Cybermen do not  
subscribe to any theory of morality in  
war. / Our calculations indicate that  
two of these bombs, placed in the  
centre of Vega, will fragmentise the  
planet.

427. 3 L  
M.2/S. CYBERMAN  
& CYBERLEADER

428. 4 J  
MCU DOCTOR

CYBERLEADER: Two should be sufficient  
to complete the task/we began four  
hundred and twenty seven years ago.  
Three will make certain.

429. 3 L  
a/b.  
LET CYBERMAN  
b.g. go.

430. 2 A  
MC.3/S. x.  
BUCKLES

(HE GESTURES.  
HIS CYBERMEN  
MOVE FORWARD  
AND TWIST  
THE BUCKLES)

(3 next)



(430 on 2)

- 27 -

104

COMMANDER: Now what are you doing?

431. 3 L  
MS CYBERLEADER  
x. f.g. RALAY  
CLOCK  
TRACK into  
CS DIAL

CYBERLEADER: The buckles are now primed. Any attempt to remove the harness before the countdown enters the red zone -

(HE INDICATES THE MASTER CLOCK ON THE RELAY EQUIPMENT CARRIED BY A CYBERMAN)

will cause a secondary explosion. Do you understand?

432. 4 J  
M.2/S. LESTER  
CYBERMAN

LESTER: You mean if he take the harness off before then we'll be blown up

433. 2 A  
MS CYBERLEADER

CYBERLEADER: Correct. It is as well that thought in your minds.

434. 4 J  
MCU DOCTOR

DOCTOR WHO: And when we get down to the centre. Voga we will be fragmented - as you put it.

435. 2 A  
MS CYBER LEADER  
+ RELAY BOX

CYBERLEADER: Incorrect. You will have fourteen minutes/- the time period of the red zone/- to return to the surface and save yourselves by the transmat beam.

436. 3 L  
CS DIAL

437. 2 A  
a/b.

438. 4 J  
MCU COMMANDER

COMMANDER: That isn't long enough.

439. 2 A  
MS CYBERLEADER

CYBERLEADER: Fourteen minutes is considered adequate.

440. 4 J  
Deep 7 shot  
x. f.g. CYBERLEADER

DOCTOR WHO: Anything else before we leave?

- 27 -

(3 next)



CYBERLEADER: Yes, Doctor. Remember that we shall be following your progress by radar. / Any deviation from the route indicated will be detected - and the bombs will be immediately exploded by means of this manual control.

441. 3 L  
MS CYBERLEADER  
+ RELAY BOX

442. 2 A  
C.3/S. LESTER,  
DOCTOR, COMMANDER

(THE DOCTOR  
GLANCES AT  
THE COMMANDER)

DOCTOR: Thank you.

443. 3 L  
a/b.

(THE CYBERLEADER  
PRESSES A  
BUTTON ON  
THE MASTER CLOCK)

CYBERLEADER: Countdown has commenced.

(TO DOCTOR)

You Doctor will leave first, with one guard.

444. 4 J  
MLS DOCTOR &  
CYBERMAN  
PAN THEM u.s

(THE DOCTOR  
SHRUGS.)

A CYBERMAN PULLS  
HIM TOWARDS THE  
TRANSMIT)

DOCTOR WHO: Ah-ah! Careful, I might,  
go off ...

(THE CYBERLEADER  
OPERATES THE  
TRANSMIT CONTROL. /

445. 3 L  
CS CONTROLS

RECORDING PAUSE



446. 2 A \_\_\_\_\_/  
LS COMMANDER,  
CYBERMAN, LESTER

LIGHTING  
Bring up  
spots +  
F/Axial

RECORDING PAUSE

447. 2 A \_\_\_\_\_/  
a/b.  
but without  
COMMANDER etc.

(1 next)



TELECINE 18: (Dur: 2'03")

Int. caves. Day.

The DOCTOR and the CYBERMAN materialise in the receptor area. The CYBERMAN pushes the DOCTOR ahead of him. They move towards the shaft entrance.

DOCTOR WHO: All right, my iron friend, I can see it.

Suddenly they are picked up by a searchlight. The electric truck whines out of the darkness. The CYBERMAN turns. Armed militiamen jump from the truck and open fire.

DOCTOR WHO: I think someone's trying to attract your attention.

The CYBERMAN is struck by concentrated laser rays and is unharmed. He fights back, picking off the VOGANS with cool single shots.

This is getting dangerous. Must rush.

The DOCTOR scrambles into the shaft, trying desperately not to be hit by a stray shot.

LESTER, the COMMANDER, and a second CYBERMAN arrive in the receptor area.



The second CYBERMAN sets down the relay equipment and joins the battle. The handful of VOGANS are no match for their invulnerable enemies. They are quickly destroyed and forced to flee.

While the battle is in full swing the COMMANDER and LESTER duck through the crossfire and join the DOCTOR in the tunnel.

END OF TELECINE 18:



94.

1

F

(4C, A2, 1F)

LS UP TUNNEL

D

PAN DOCTOR,  
COMMANDER, LESTER  
R. to M.3/S.

9A. INT. ROCK TUNNELS AREA E.

DOCTOR: If only they knew about the use of gold.

COMMANDER: You mean as a weapon.

DOCTOR: It's the only thing  
that's effective against Cybermen.

LESTER: Did you believe all that guff about giving us time to escape?

DOCTOR: Not a word of it. Once we've reached the exposure zone we'll have outlived our usefulness.

LESTER: So what do we do?

95.

4

C

DOCTOR: Keep moving.

3/S. DOCTOR,  
COMMANDER, LESTER  
HOLD to MS . . .

LESTER: Doctor why don't we just stay here?

DOCTOR: I think my idea's better -

(THEY START OFF DOWN THE SHAFT)

LESTER: What idea,

DOCTOR: Mm? Not sure yet -

(HE STRIDES ON. THE  
COMMANDER AND LESTER  
EXCHANGE A GLANCE)

(3 next)



448. 1 E YELLOW CSO/ (1E,A2,2B,B2,3M-Caption) /  
 MS CYBERLEADER 10. INT. CONTROL ROOM 2.  
 CYBERMAN 1  
 LS  
 HOLD to M.2/S. (FIRST CYBERMAN  
 STRIDES  
 ACROSS TO HIS  
 LEADER)

CYBERMAN: Our warriors report  
 that all initial opposition has  
 been crushed.

449. O/L 2 B O/L 2/ CYBERLEADER: That is good.  
 on 3  
 M.2/S. CSO b.g. (HE LOOKS AT THE  
 3 M VIS. FX. /  
 Caption VOGA  
 Match to 2 MOVING DOT  
 REPRESENTS THE  
 DOCTOR AND HIS  
 FRIENDS)  
 Caption +  
 dot

They are now one hundred metres below  
 the surface.

450. 1 E CYBERMAN: Kellman has not  
 returned.  
 O.2/S. CYBERLEADER,  
 CYBERMAN  
 CYBERLEADER: He is of no importance  
 now. His part in the operation is  
 at an end.



TRUCK ON POS. 3/  
WITHOUT TRAILER/

(2C, 4C, C2, B2, 3D, 5A-Caption)

96. 3 D  
CU TYRUM

10A. INT. ROCK TUNNELS AREA B.

(A COUPLE OF THE CITY  
MILITIA FLANK KELLMAN.  
HE IS BEING QUESTIONED  
BY TYRUM, HARRY AND  
SARAH STAND BY)

97. 2 C  
CU KELLMAN

TYRUM: What is your connection  
with Vorus? /

98. 3 D  
Deep 4/S.  
TYRUM, HARRY, SARAH,  
KELLMAN

KELLMAN: We were working together.  
We wanted to lure the Cybermen into  
a trap. /

DOVE R. f.g.

TYRUM: What trap?

KELLMAN: Look, we're wasting time!  
The Cybermen are planning to blow  
Voga apart and -

99. 2 C  
CU KELLMAN

TYRUM: What trap? /

100. 3 D  
M.2/S. SARAH,  
HARRY

KELLMAN: The beacon, of course!  
Vorus has a rocket aimed at the  
beacon - /

SARAH: We must warn the Doctor.

101. 0/L 4 C /O/L 4/ /on 5 / /Q/  
TYRUM, SARAH, HARRY L  
KELLMAN, DOVE R.  
TRUCK & SHEPRAH  
into Centre

(THE ELECTRIC TRUCK  
WHINES OUT OF THE  
DARKNESS. SHEPRAH  
LEAPS FROM IT BEFORE  
IT STOPS)

5 A  
CAPTION/MODEL

SHEPRAH: Councillor! The Cybermen  
are here!

TYRUM: What?

102. 3 D  
M.2/S. TYRUM,  
SHEPRAH  
SARAH, HARRY b.g.

SHEPRAH: They've landed on the  
first level/ We suffered heavy  
casualties and need reinforcements  
immediately.



TYRUM: How many Cybermen are there?

103.    2    C  
         Deep 3/S.  
         TYRUM, KELLMAN,  
         SHEPRAH

SHEPRAH: Two, at least./ Our weapons have no effect on them.

KELLMAN: You'll never stop them now! Vorus's rocket is your only chance - that beacon must be blasted out of the sky! /

104.    3    D  
         M.4/S.  
         TYRUM, SHEPRAH,  
         SARAH, HARRY

(SARAH LOOKS AT HARRY)

LET THEM go.

TYRUM: Sheprah, you must attack the Cybermen with every weapon we have.

105.    O/L    O/L 4/  
         4    C    on 5 /  
         7 shot  
         LET TYRUM & Co.  
         exit R.  
         SHEPRAH to b.g.

(SHEPRAH SWINGS BACK ON TO THE TRUCK)

5    A  
         CAPTION

The rest of you come with me. We must speak to Vorus.

~~1-58~~



TELECINE 19: (Dur: 58")

Int. Caves. Day.

Matter Beam area. The  
two CYBERMEN patrol  
watchfully. Close on  
the relay equipment.  
The countdown clock is  
ticking steadily round.

CUT.

END OF TELECINE 19:



15

TELECINE 20: (Dur: 1'20")

Int. Shaft. Day.

The DOCTOR, LESTER and the COMMANDER slipping and staggering down the sloping shaft. They are beginning to feel the weight of their packs. The COMMANDER almost falls. The DOCTOR holds him up.

DOCTOR WHO: Steady.

COMMANDER: I'm getting too old for this sort of thing.

DOCTOR WHO: We'll rest a moment...

LESTER looks at the duplicate clock above the COMMANDER'S pack.

LESTER: Have you had any more bits of that idea, Doctor?

The DOCTOR prods at a gold-veined wall.

DOCTOR WHO: As I expected - the deeper we go the heavier the concentration of gold. Before long it must start affecting their radar picture.

LESTER: Then what?

DOCTOR WHO: Cybermen are totally logical creatures. So their behaviour is always predictable. All right now, Commander?



COMMANDER: Yes, I think so.

DOCTOR WHO: Then let's puch on,  
Logical progression, that's the  
answer, eh?

LESTER gives a look  
of total bafflement  
as he follows the  
DOCTOR.

END OF TELECINE 20:



(105 on 4 & 5)

(4 pushes 3's cable)

106. 3 C /Q/ (2C,C3,4C,B2,3C)  
 LS TYRUM, KELLMAN  
 & CO. 11. INT. CAVE AREAS. A, B, C. DAY.  
 HOLD TYRUM to  
 MS  
 (TYRUM'S  
 PARTY IS  
 PROGRESSING  
 WHEN, SUDDENLY, /1ST HAWK/  
 GUARDS BLOCK /FIRES IN AIR/  
 THEIR WAY)
107. 4 C /Q/  
 C.3/S. HAWKS  
 + GUNS
108. 2 C /Q/  
 LS TYRUM, KELLMAN  
 TYRUM: Do you not recognise Tyrum,  
 Chief Councillor of Voga? Stand  
 aside!
109. 3 C (Panned L) /Q/ KELLMAN: We've got to see Vorus. /  
 C.3/S. HAWKS  
 THEY RAISE WEAPONS (THEY MOVE FORWARD.  
 THE GUARDS RAISE  
 THEIR WEAPONS)
110. 2 C /Q/  
 MS TYRUM  
 TYRUM: Stand aside, I say!
111. 4 C /Q/ /3RD HAWK/  
 CS HAWK + GUN /FIRES/
112. 2 C /Q/ (HIS MILITIA  
 RUSH THE /2 DOVES/  
 GUARDS. THE /ROUND TO/  
 MELLEE /TYRUM & FIRE/  
 DEVELOPS)
113. 3 C /Q/  
 C.2/S. SARAH, HARRY  
 PAN SARAH OFF R.  
 SARAH: Harry, I'm going to try  
 to reach that transmat...  
 HARRY: Okay. Good luck, old thing...

(SARAH SLIPS AWAY)

PAUSE  
 RELOAD GUNS  
 HAWK ONLY

(No Page 39)

(2 next)



(180 on 3)

			<u>/LIGHTING/</u>	
			<u>/CSO LIGHTS/</u>	
	O/L	/O/L 4/	<u>/UP/</u>	(D2, 4A, A1, 1H, 5B-Rocket Model)
181.	4	A	/on 5	
		High Shot CSO AREA, VORUS MCU R. f.g. VORUS turns to cam. LET HIM go R.		
	5	B		12. / INT. GUILDROOM. DAY.  (VORUS HEARS THE SOUND OF THE FIGHT OUTSIDE. HE GOES TO THE DOOR)
		MS MODEL Match to 4		

182. 1 H  
 LS VORUS  
 HOLD to DOORS

(4 & 5 next)



114. 2 C /Q/ (2C,C3,4C,B2,3C) /  
 LS DOORS  
 PAN VORUS  
 L. to 4/S  
 with HAWKS

13. INT. CAVE AREAS A,B,C. DAY.

(VORUS APPEARS  
 AT THE END OF  
 THE CAVE.

/PAUSE/

PAN (not used)  
 to MLS TYRUM  
 + 2 DOVES

TYRUM'S PARTY,  
 OUTNUMBERED,  
 IS BEING DRIVEN  
 BACK.

/AS VORUS/  
 /ARRIVES/  
 /3 HAWKS/  
 /FIRES/

TYRUM SEES  
 VORUS)

/Q/

115. 3 C TYRUM: Vorus, call off your  
guards! /  
 M.4/S. VORUS  
 + 3 HAWKS  
 HOLD VORUS fwd.  
 to MS

VORUS: Enough!

(THE FIGHTING  
 STOPS. HE  
 MOVES FORWARD)

You should know better, Tyrum,  
 than to use force.

116. 2 C  
 MS VORUS L.  
 TYRUM, KELLMAN  
 into M.3/S.

TYRUM: Our planet is being  
attacked, Vorus. At this hour  
Vogans should fight together,  
not against each other.

(KELLMAN,  
 BLEEDING FROM  
 A HEAD WOUND,  
 STAGGERS TO HIS  
 FEET)

(3 next)



117. 3 C  
MS VORUS
- KELLMAN: The rocket, Vorus -  
is it ready to fire?
- VORUS: The bombhead is being  
fitted.
118. 2 C  
M.2/S. TYRUM,  
KELLMAN
- KELLMAN: Too late!/ The Cyberman  
have already landed.
119. 3 C  
a/b.
- VORUS: What? Have you betrayed  
us?
120. 2 C  
a/b.
- KELLMAN: I tried to warn you  
to hurry!/ Once they were on  
the beacon I couldn't delay them  
any further.
121. 3 C  
MCU VORUS  
LET HIM go.
- TYRUM: What is this rocket that  
you speak of, Vorus?
122. O/L 4 C /O/L 4/  
/on 5 /  
M.3/S. TYRUM,  
KELLMAN, HARRY  
LET VORUS in L.
- VORUS: Come. I will show you.
- 5 A  
Soft Focus  
CAPTION
- (THEY LOOK AT HARRY  
HE SHRUGS)
- HARRY: She's gone to warn the  
Doctor.
123. 2 C  
MCU HARRY
- VORUS: Doctor?
124. O/L 4 C /O/L 4/  
/on 5 /  
C.2/S. KELLMAN,  
HARRY
- HARRY: Well, if you're going  
aim rocket missiles at the  
beacon, what do you expect?
- 5 A  
Soft Focus  
CAPTION
- KELLMAN: If the girl reaches  
the beacon and starts blabbing  
about the rocket, the Cybermen  
will explode their bombs.

(1 next)

(No Page 43)



TELECINE 21: (Dur; 1'35")

Int. Cave. Day.

Matter Beam area. VOGAN SOLDIERS, firing from cover. THE CYBERMEN are standing their ground and returning the fire.

SHEPRAH is shouting exhortations to his men who seem daunted by the invulnerability of their massive enemies.

We pick up SARAH on the edge of the battle. She runs, dodging from rock to rock, heading for the matter beam.

As she lies panting, gathering herself for another run, a hurled grenade falls short of the CYBERMEN. It bounces off the cave wall and trickles towards her.

SARAH: Oh, golly!

She scoops the grenade up and flings it away.

It explodes further down the cave, showering her in chips of rock and dirt.

SARAH makes a final dash into the matter beam. She reaches for the control switch.

One of the CYBERMEN sees her and takes careful aim. We see SARAH through his gunsight P.O.V. She dematerialises a split-second before he fires. THE CYBERECLT explodes against the wall beyond the matter beam.

END OF TELECINE 21:



237. 1 K (1K,A3,5C,C4,2F-Radar) /  
C.2/S.  
 CYBERLEADER 14. INT. CONTROL ROOM 1 & 2  
 CYBERMAN

FIRST CYBERMAN: Average progression rate is fifty metres per minute.

CYBERLEADER: Excellent.

238. 5 C (Locked off) /  
VLS MATTERBEAM

/LIGHTING/  
/Bring up spots +/  
/F/Axial on 5/

/PAUSE/  
/SARAH IN/

(SARAH MATERIALISES  
 IN THE MATTERBEAM  
 BEHIND THEM)

239. 5 C /  
a/b. + SARAH  
LET HER go L.

CYBERLEADER: Excellent. They will be in the central chamber of Vega in seventeen minutes.

/LIGHTING/  
/Fade/

240. 1 K (Tracked in) /  
CYBERMEN L.&  
R. frame  
DOOR + SARAH  
C. b.g.

(SARAH CONCEALS  
 HERSELF)

FIRST CYBERMAN: The distortion on our radarscope is increasing. The three humans carrying our bombs can no longer be identified by separate signals.

241. 5 C /  
MCU SARH  
L. Frame  
TRACK into CU  
SARAH

CYBERLEADER: It is not important. /  
 Even the Doctor believes they will be given time to save them-  
 before our bombs explode.

(HE INDICATES  
 THE MASTER CLOCK)

They do not know the detonators will fire when the countdown reaches the red sector.

(3 & 2 next)



LIGHTING  
CSO LIGHTS UP

183. 0/L 4 A /on 5 / (2F, 3F, D2, 4A, A1, 1H, B1, 5B-Model) /  
MS CSO  
SCREEN

15. INT. GUILDCHAMBER. DAY.

5 B  
Match to 4  
On Q ZOOM  
to CS ROCKET  
(Count 3)

(C.S.O. SHOT  
OF THE ROCKET  
COMPLEX THROUGH  
THE 'WINDOW'  
VORUS, TYRUM,  
HARRY, KELLMAN  
GAZING AT IT)

184. 2 F  
M.2/S. KELLMAN,  
VORUS  
HARRY, TYRUM b.g.

VORUS: Magrik and his team  
have been working on it for two  
years. And now we have lost  
the race by minutes!

KELLMAN: There might still be  
a chance. If the rocket can  
be fired before the Cyberbombs  
are in position -

LIGHTING  
FADE CSO  
LIGHTS

(VORUS SHAKES  
HIS HEAD & SWITCHES  
OFF SCREEN)

185. 3 F  
MS TYRUM

VORUS: Magrik reports a delay  
in fitting the bombhead. It  
will be another twenty minutes.  
We have lost our gamble, Kellman.

186. 1 H  
MS VORUS

TYRUM: You're insane, Vorus;  
You have brought about the  
destruction of our race. /

187. 3 F  
MCU TYRUM

VORUS: I was going to bring  
them freedom, Tyrum. Freedom  
from fear. Freedom to live  
as Vogans should - on the surface,  
not cowering like worms in the  
earth. /



188. 1 H  
MS KELLMAN
189. 3 F  
MCU TYRUM
190. 4 A  
M.2/S. VORUS,  
KELLMAN
191. 3 F  
MS HARRY
192. 1 H  
MS KELLMAN
193. 3 F  
MS HARRY  
PAN HIM L. to  
M.3/S.  
VORUS, KELLMAN, HARRY
194. 2 F  
MS TYRUM
195. 3 F  
a/b.
196. 4 A  
MCU TYRUM
197. 3 F  
a/b.
- LET HARRY &  
KELLMAN go  
HOLD VORUS
- TYRUM: And this great plan was conceived in the company of such as he. (INDICATING KELLMAN) A double-agent, a despicable traitor, a murderer of his own kind - a man whose only loyalty is to himself and the gold he hoped to win!
- VORUS: The plan would have worked - just a little more time, that's all we needed.
- HARRY: Look, all this recrimination is pretty pointless. What we've got to do is get into that shaft and stop these bombs being planted.
- KELLMAN: The Cybermen are holding the entrance. There's no way past them.
- HARRY: Well, isn't there some other way down? There jolly well should be in a labyrinth like this...
- KELLMAN: Only that central shaft penetrates so deep. And the galleries do not connect with it.
- TYRUM: Wait! When it was widened a cross-shaft was bored to provide ventilation. I have seen it in our records.
- HARRY: Well, for Pete's sake, let's go and see!

(No. Page 48)

/PAUSE/

(3 next)



TELECINE 22: (Dur: 24")

Int. Caves. Day.

Matter Beam area. The  
battle has died away.

The VOGANS are licking  
their wounds. SHEPRAH  
straightens from tending  
a dying SOLDIER.

On the relay equipment.  
The countdown clock still  
ticking round towards  
the red sector.

END OF TELECINE 22:

To 51



242. 0/L 3 H Q SARAH & CYBERMAN  
3 /on 2 / YELLOW CSO (3H, C4, 2F-Radar)  
 FLATTAGE  
 L. frame  
 2 CYBERMEN  
 + CSO R. b.g.  
 SARAH into L.  
 & MCU  
2 F  
 RADAR

16. /INT. CONTROL ROOM 2

CYBERMAN: Progression rate  
 has slowed to thirty metres  
 a minute.

CYBERLEADER: The bombs will be  
 detonated in eleven minutes  
 from now.

(1 next)



~~I-54~~

PAUSE

(1 next)



19

TELECINE 23: (Dur: 54")

Int. Caves. Day.

(THE COMMANDER  
STAGGERS TO  
A HALT)

COMMANDER: Sorry, Doctor...I'm  
whacked...

DOCTOR: Sit down for a minute...

(WHILE THE  
OTHERS REST  
HE WALKS  
OVER TO THE  
WALL AND PRODS  
AT IT WITH HIS  
POCKET KNIFE)

Actually, I think we're very near  
the centre now. This is pretty  
well solid gold.

(HE WANDERS  
ROUND A CORNER.

LESTER SLUMPS  
BESIDE THE  
COMMANDER)

LESTER: I wonder if these  
buckles really would explode?

COMMANDER: I shouldn't put it to  
the test. They'll explode all  
right.

END OF TELECINE 23:



(126 on 1)

127. 1 G (4C,A2,1G)  
Down SHAFT  
M.2/S.  
KELLMAN, HARRY  
R - L  
TRACK L with  
them  
PAN KELLMAN  
down SLOPE

17. INT. ROCK TUNNEL BLOCKED.  
AREAS E & F

KELLMAN: It's blocked....

128. 4 C  
TOP OF SLOPE  
PAN HARRY  
down SLOPE  
to M.2/S. Profile  
WALL L. frame

HARRY: Let's see.

(HE WRIGGLES PAST  
KELLMAN AND PRISES  
AT THE ROCKS)

WHIP PAN THEM R.

KELLMAN: It's no use. We'll  
have to turn back.

HARRY: They're moving...  
Come on, man, give me a hand!  
Pull...

KELLMAN: You'll have the whole  
lot down on us!

PAUSE

129. 1 G  
CS WALL  
ROCKS FALL  
THROUGH

(SUDDENLY WITH A ROAR  
THE ROCKS GIVE WAY)

VIS.FX  
DROF ROCKS  
BUT NO  
DUST IN  
AIR

PAUSE

130. 4 C  
CS FLOOR  
KELLMAN FALLS  
into MCU

ADJUST to  
MS HARRY into  
M.C.2/S.

(2 next)

~~7056~~



TELECINE 24: (Dur: 1'39" including blanking)

Int. Caves. Day.

A) ROCKFALL

The DOCTOR is still  
inspecting the wall.

He hears the noise of  
falling rock. He  
looks up. Half the  
cave wall is falling.

HARRY looks through  
from top of the shaft.

HARRY: We're there!. We've made  
it, Kellman!

He looks round and go  
back

TELECINE BLANKING - CUT TO STUDIO

B) AFTER ROCKFALL

HARRY reappears at top  
of shaft and comes down  
to see DOCTOR.

HARRY: Doctor!

DOCTOR is unconscious.

HARRY: Just a hump on the napper...  
nothing serious. Come on, Doctor,  
Let's get you out of this first!

He reaches for the  
buckle on the rucksack  
and fumbles to open it

END OF TELECINE 24:



TK-25: Dur: 50"

S.o.F.

CLOSING TITLES (Ep.3)

S/I T/J Slides:-

B2 Doctor Who  
TOM BAKER

A3 Sarah Jane Smith  
ELISABETH SLADEN

B3 Harry Sullivan  
IAN MARTER

A4 Kellman  
JEREMY WILKIN  
Commander Stevenson  
RONALD LEIGH-HUNT  
Lester  
WILLIAM MARLOWE

B4 Tyrum  
KEVIN STONEY  
Vorus  
DAVID COLLINGS

A5 Sheprah  
BRIAN GRELLIS  
Magrik  
MISHAEL WISHER

B5 Cyberleader  
CHRISTOPHER ROBBIE  
First Cyberman  
MELVILLE JONES

A6 Written by  
GERRY DAVIS

B6 Production Unit Manager  
GEORGE GALLACCIO  
Production Assistant  
JOHN BRADBURN

A7 Title Music by  
RON GRAINER AND BBC RADIOPHONIC  
Title Sequence  
BERNARD LODGE

B7 Incidental Music by  
CAREY BLYTON  
Special Sound  
DICK MILLS

A8 Visual Effects Designer  
JAMES WARD

B8 Costume Designer  
PRUE HANDLEY  
Make-Up  
CECILE HAY-ARTHUR

A9 Studio Lighting  
DEREK SLEE  
Studio Sound  
NORMAN BENNETT

B9 Film Cameraman  
ELMER COSSEY  
Film Sound  
JOHN GATLAND  
Film Editor  
SHEILA S. TOMLINSON  
WORKSHOP

A10 Script Editor  
ROBERT HOLMES

B10 Designer  
ROGER MURRAY-LEACH

A11 Producer  
PHILIP HINCHCLIFFE

B11 Directed by  
MICHAEL E. BRIANT  
BBC Colour

(FADE SOUND AND VISION)